Final Fantasy®X

March 2002: Sony Computer Entertainment and Square Europe Ltd. are proud to announce the PAL release of Squaresoft's Final Fantasy®X, the latest incarnation of the internationally renowned Final Fantasy series which has sold more than 38 million copies worldwide. Final Fantasy®X takes the series to the next level, being the first FF adventure created exclusively for the PlayStation®2. The game, which took three years to develop, pushes the limits of creativity and technology in order to produce another epic masterpiece. It is targeted for release in May of this year.

Final Fantasy®X takes place in the world of Spira - a land under constant threat from a mysterious entity known as "Sin." Sin emerges without warning to cause mass destruction, leaving communities devastated and lives ruined. In this land of constant fear, there is hope in the form of the summoners – gifted individuals with the ability to summon aeons, powerful sprits of yore.

The lead character, Tidus, is a star 'blitzball' player just like his father was. But his world is turned upside down on the day he is violently thrust from his home world of Zanarkand into the alternate future reality of Spira. Thus begins his – and your – journey of destiny. Your travels will take you through new and wondrous lands where along the way you will also meet new friends. Among them is Yuna, a beautiful young summoner whose fate seems to be entwined with Tidus's.

Final Fantasy®X utilises an updated version of the ‘Facial Motion System’ first used in Square’s “The Bouncer.” The system enables life-like facial expressions to be rendered in real time. Also adding dramatically to the emotional realism is the use of voice overs for each main character. This is the first time in the Final Fantasy series that actual voices have been used, and the enhancement brings characters to life more than ever, as they journey through stunning 3D worlds.

Of course Final Fantasy wouldn’t be true to itself without foes. In Final Fantasy®X you will fight a vast array of despicable monsters of varied strength and sizes. The game features a turn-based battle system, allowing time for strategic thinking, and is also enhanced by the ability to switch characters during battle. In order to survive each new challenge, Final Fantasy®X introduces the Sphere Grid – a brand new system which allows you greater control over how you develop characters. Mastery of the Sphere Grid and battle techniques is essential if your characters are to succeed in their quest.

This PAL version of the game is based upon Final Fantasy®X International, released in Japan in January 2002, which contains additional features not included in the original Japanese and US versions of the game - new abilities, a new Sphere Grid for advanced players, an extra mini-quest involving the dark aeons and other game play improvements. This version of Final Fantasy®X also features an exclusive bonus DVD packed with fascinating material from the world of Square and Final Fantasy. Titled “Beyond Final Fantasy,” the bonus disc contains trailers, edit mixes, original concept artwork, storyboards and even a video of the Final Fantasy theme song, “Suteki Da Ne” sung by Rikki.

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Release date:	May 2002
Developer:	Squaresoft
Publisher:	Sony Computer Entertainment Europe
Platform:	PlayStation®2
Peripherals:	TBC
No. Players:	1